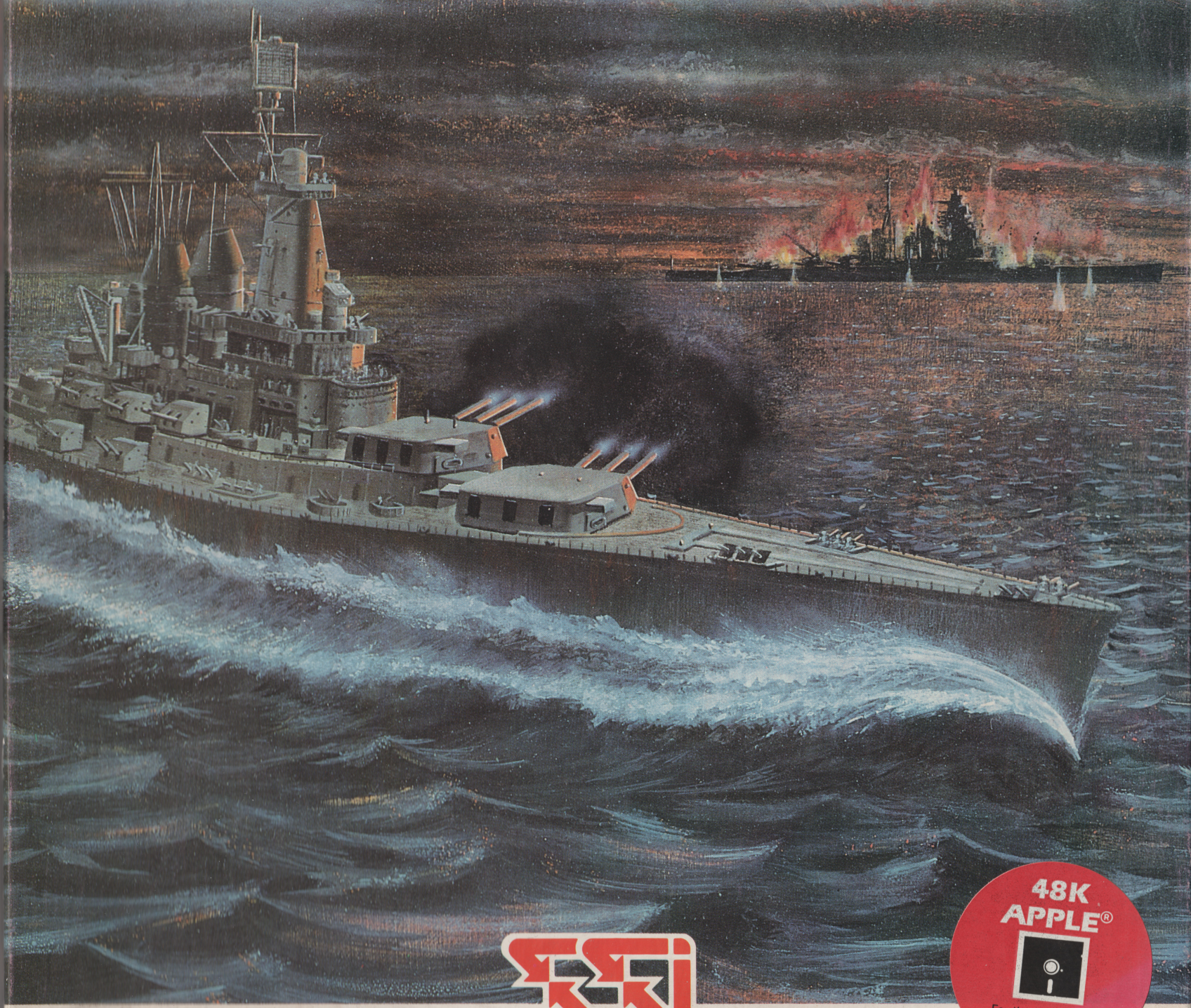


A TACTICAL GAME OF SURFACE COMBAT IN THE PACIFIC, 1941-45

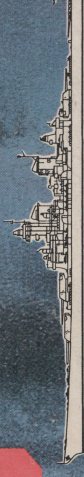
WARSHIP™



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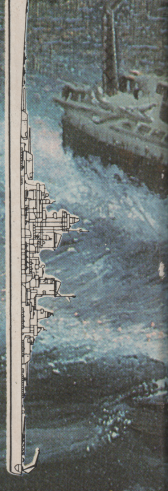
WAR



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WAR ES II



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WARSHIP was designed by **Gary Grigsby**, whose other works include **SSI's KAMPEGRUPPE™**, **CARRIER FORCE™**, **WAR IN RUSSIA™**, and **NORTH ATLANTIC '86™**!

■ **PLAYING TIME** — 30 minutes to 2 hours. ■ **ADVANCED LEVEL.**

Art director: **LOUIS HSU SAEKOW**. Illustrator: **BEN GARVIE**.

- 79 ship classes including U.S., British, Japanese and Dutch ships that fought in the Pacific during World War II.

- Ability to create new maps and modify existing ship types.

- Each ship rated for weapons, maximum speed, radar, rotation, belt armor, deck armor, and primary and secondary turret armor.

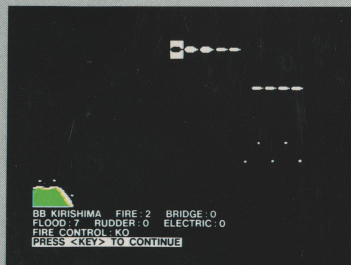
- Specifies location and penetration ability of each shell hit.

- Ability to save a game in progress for later play.

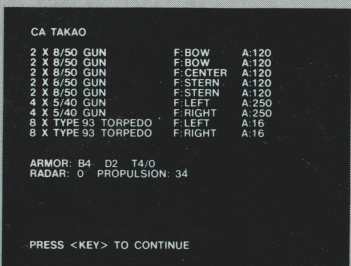
THE "KAMPGRUPPE" OF NAVAL WARFARE

When SSI released KAMPFGRUPPE", it was instantly hailed as the most realistic, detailed, and playable simulation of armored warfare on the Eastern Front. It was considered one of the best wargames (if not the best!) on the subject matter.

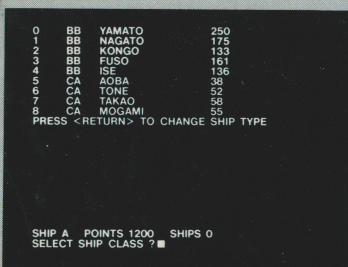
WARSHIP promises to be the "KAMPFGRUPPE" of surface naval warfare.



The Japanese battleship Kirishima sailing northeast of Savo Island after taking three 16" shell hits during the second naval battle of Guadalcanal. Dots are Japanese torpedoes fired at off-screen American ships.



Weapons display of the Japanese cruiser Takao.



Japanese battleships and heavy cruisers included in the game.

ENOUGH SHIPS TO SATISFY THE MOST AVID GAMER.

Practically every warship that fought in the Pacific from 1941-45 is included in this game. You can choose from 79 classes of warships from the Allied (Dutch, British, U.S.) and Japanese fleet of battleships, heavy cruisers, light cruisers, destroyers, and transports. Each ship (maximum of 20 per side at one time) comes historically rated for: number, size and turret armor of main and secondary guns; number and type of torpedo mounts; maximum speed; radar; flotation; belt armor; deck armor; and earliest year of availability.

Japanese ships had powerful, long-range, and fast torpedoes, while the Allies boasted superior radar and damage control.

DETAIL, ACCURACY, AND REALISM.

You set the course and speed, fire torpedoes, and choose "Ship" or "Division" command mode. In the former, you select targets for each ship. In the latter, your ships are grouped into divisions (up to nine at a time). You decide on line or parallel formation and give a general order to hold fire, fire guns, fire torpedoes, or open fire while the computer selects the targets. Collisions were a factor during the real war and are incorporated in this game.

During combat, the computer keeps track of every single shell hit and calculates damage based on such factors as armor strength, location of hit, and penetration ability of each shell. Flooding, fire, and damage to the bridge, rudder, engines, radar and electrical systems are all part of the game.

Unlike other naval wargames, damage control in this game can, through time, reduce the effects of fire, flooding, and rudder and electrical damage.

Visibility is calculated by the computer, which takes into account distance, size of ship, and time of day (daylight, dawn/dusk, and night-time). At night, a ship that is shooting or on fire will be more visible.

CREATE YOUR OWN SHIPS OR SCENARIOS.

If you don't want to "buy" historical ships, you have the option to modify ship data. Similarly, if you want to depart from the provided scenarios (three historical, one hypothetical), you can make up your own maps. In this way, you can create any possible Pacific surface engagement to suit your liking.

During solitaire, the computer can direct either the Japanese or Allied side.

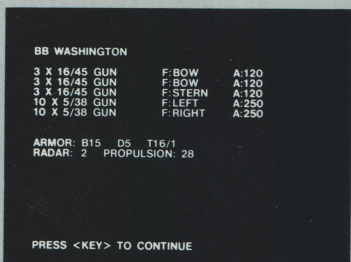
Screen displays shown are simulated and based on the APPLE®. Displays from other computer(s) may vary.

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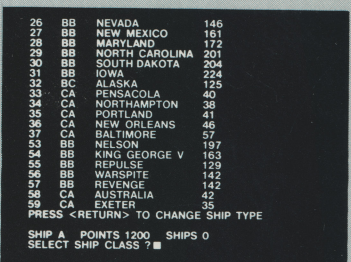
MADE IN U.S.A.



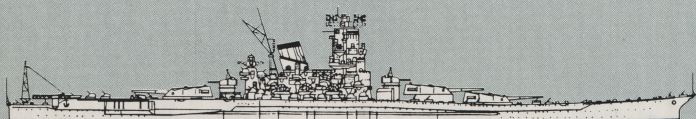
The cruiser Portland after taking a torpedo hit during the first naval battle of Guadalcanal. Dots are American torpedoes fired at the two Japanese battleships and two destroyers.



Weapons display of the American battleship Washington.



American and British battleships and heavy cruisers included in the game.



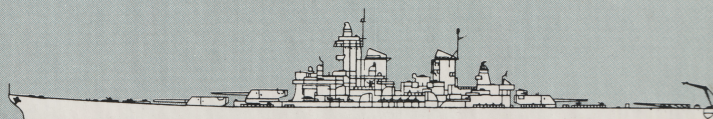
BB YAMATO

Main guns: 9 x 18.1"/45 Secondary mounts: 12 x 6"/60 Tertiary mounts: 12 x 5"/40
Maximum speed: 27 Flotation: 125 Radar: 0 Belt armor: 16 Deck armor: 9
Primary turret armor: 24 Secondary turret armor: 2 Earliest year of availability: 1942



CA TAKAO

Main guns: 10 x 8"/50 Secondary mounts: 8 x 5"/40 Tertiary mounts: 16 x 93TT
Maximum speed: 34 Flotation: 30 Radar: 0 Belt armor: 4 Deck armor: 2
Primary turret armor: 4 Secondary turret armor: 0 Earliest year of availability: 1941



BB IOWA

Main guns: 9 x 16"/50 Secondary mounts: 20 x 5"/38
Maximum speed: 33 Flotation: 95 Radar: 2 Belt armor: 16 Deck armor: 6
Primary turret armor: 18 Secondary turret armor: 1 Earliest year of availability: 1944



CA NEW ORLEANS

Main guns: 9 x 8"/55 Secondary mounts: 8 x 5"/25
Maximum speed: 33 Flotation: 20 Radar: 0 Belt armor: 5 Deck armor: 2
Primary turret armor: 6 Secondary turret armor: 0 Earliest year of availability: 1941

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WARSHIP

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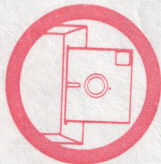


STRATEGIC SIMULATIONS, INC.

**For extended media life—
here's how to take care of your flexible disk**



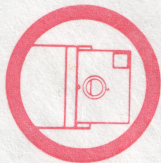
**Precision surface.
No fingers, please!**



**For your disk's sake
(and the system's, too)
insert disk carefully.**



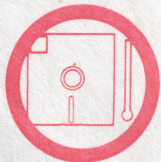
**Magnetic fields, erase.
Keep them far away.**



**Keep it safe-
in the envelope
when not in use.**



**Bending and folding
may damage.
Handle with care.**



**Keep disks comfortable.
Store at: 10° to 52° C
50° to 125° F**

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STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____

2. What computer was used to play this game? _____

3. Please rate the following aspects of the game
(9 = excellent, 1 = poor):

Playability 9 8 7 6 5 4 3 2 1

Realism 9 8 7 6 5 4 3 2 1

Excitement 9 8 7 6 5 4 3 2 1

4. Have you ever played a board wargame before?

☐ Yes ☐ No

5. Please comment on this game. Include games you
would like to see in the future.

6. How many other SSI games do you own? _____

7. Where did you learn about this game?

1) ☐ friend

4) ☐ magazine ad

2) ☐ retail store

5) ☐ magazine review

3) ☐ SSI catalog

6) ☐ other _____

If magazine ad, which magazine?

8. Where did you purchase this game?

1) ☐ computer store

2) ☐ software store

3) ☐ toy/hobby store

4) ☐ bookstore

5) ☐ department store

6) ☐ SSI direct

7) ☐ other mail order

8) ☐ other _____

Name, city, and state of store where game was
purchased: _____

9. Name and address of a store where you would
like to see SSI products sold:

10. If you wish to be placed on our mailing list and
have never completed this section before, please
write your name and address below:



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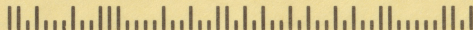
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